AMENDMENTS TO THE CLAIMS

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims

1. (Currently Amended) A software application framework embodied as computer software contained in a memory that is executable on computer hardware located within a mobile equipment, and adapted to provide a high-level application-domain environment in [[a]] the mobile equipment, comprising:

a framework interface domain further comprising an open platform application (OPA), for interfacing a platform domain with application domain software of an application domain;

a software application domain comprising an application entity;

wherein the application entity is adapted to interact with at least one of:

the framework interface domain;

an utility entity;

a plug-in entity; and

wherein the software application framework includes a rulebook for the application domain and is embodied as computer software contained in a memory that is executable on computer hardware located within a mobile equipment.

2. (Currently Amended) The software application framework embodied as computer software contained in a memory that is executable on computer hardware located within a mobile equipment adapted to provide a high-level application-domain environment in [[a]] the mobile equipment of claim 1, wherein the software application domain further comprises:

at least one utility entity;

at least one plug-in entity;

wherein at least one of the utility entity is adapted to use at least one of:

the framework interface domain;

at least one of:

a first application entity;

a second application entity; and

a third application entity;

at least one of the plug-in entity; and

at least one of the utility entity; and

wherein the at least one plug-in entity is adapted to use the framework interface domain.

3. (Currently Amended) The software application framework embodied as computer software contained in a memory that is executable on computer hardware located within a mobile equipment adapted to provide a high-level application-domain environment in [[a]] the mobile equipment of claim 2, wherein the plug-in entity is adapted to extend the functionality of the platform domain.

4. (Currently Amended) The software application framework embodied as computer software contained in a memory that is executable on computer hardware located within a mobile equipment adapted to provide a high-level application-domain environment in [[a]] the mobile equipment of claim 2, wherein the plug-in entity is adapted to appear to be a part of the framework interface domain.

5. (Currently Amended) The software application framework embodied as computer software contained in a memory that is executable on computer hardware located within a mobile equipment adapted to provide a high-level application-domain environment in [[a]] the mobile equipment of claim 2, wherein the utility entity is adapted to buffer and shield legacy code.

6. (Currently Amended) The software application framework embodied as computer software contained in a memory that is executable on computer hardware located within a mobile equipment adapted to provide a high-level application-domain environment in [[a]] the mobile equipment of claim 2, wherein the application entity is adapted to own at least one thread.

7. (Currently Amended) The software application framework embodied as computer software contained in a memory that is executable on computer hardware located within a mobile equipment adapted to provide a high-level application-domain environment in [[a]] the mobile equipment of claim 6, wherein the at least one thread is automatically created upon start-up of the application entity.

8. (Currently Amended) The software application framework embodied as computer software contained in a memory that is executable on computer hardware located within a mobile equipment adapted to provide a high-level application-domain environment in [[a]] the mobile equipment of claim 7, wherein at least one of the following comprises encapsulated code:

the first application entity;

the second application entity;

the third application entity;

the at least one of the at least one plug-in entity; and

the at least one of the at least one utility entity.

9. (Canceled)

10. (Currently Amended) The software application framework embodied as computer software contained in a memory that is executable on computer hardware located within a mobile equipment adapted to provide a high-level application-domain environment in [[a]] the mobile equipment of claim 1, wherein:

the software application framework uses a dual-mode message-exchange procedure; and

the procedure comprises use of procedure/stack-based handling and message/serialization-based handling.

11. (Currently Amended) The software application framework embodied as computer software contained in a memory that is executable on computer hardware

located within a mobile equipment adapted to provide a high-level application-domain environment in [[a]] the mobile equipment of claim 1, wherein the application domain minimizes a need for support code.

12. (Currently Amended) A method of using a software application framework embodied as computer software contained in a memory that is executable on computer hardware located within a mobile equipment adapted to provide a high-level application-domain environment in a mobile equipment, the method comprising:

interfacing a platform domain with application domain software of an application domain via a framework interface domain further comprising an open platform application (OPA); and

an application entity of the application domain interacting with at least one of the framework interface domain, an utility entity, a plug-in entity wherein the software application framework includes a rulebook for the application domain and is embodied as computer software contained in a memory that is executable on computer hardware located within a mobile equipment.

13. (Previously Presented) The method of claim 12, wherein the application domain further comprises the utility entity and the plug-in entity, the method further comprising:

at least one utility entity using at least one of:

the framework interface domain;

at least one of a first application entity, a second application entity, and a third application entity;

at least one of a plug-in entity; and

at least one of a utility entity; and

the at least one plug-in entity using the framework interface domain.

14. (Original) The method of claim 13, wherein the plug-in entity extends the functionality of the platform domain.

15. (Original) The method of claim 13, wherein the plug-in entity appears to be a part of the framework interface domain.

16. (Original) The method of claim 13, wherein the utility entity buffers and shields legacy code.

17. (Original) The method of claim 13, wherein the application entity owns at least one thread.

18. (Original) The method of claim 17, wherein the at least one thread is automatically created upon start-up of the application entity.

19. (Previously Presented) The method of claim 18, wherein at least one of the following comprises encapsulated code:

the first application entity;

the second application entity;

the third application entity;

at least one of the at least one plug-in entity; and

at least one of the at least one utility entity.

20. (Canceled).

21. (Original) The method of claim 12, further comprising:

using, by the software application framework, of a dual-mode message-exchange procedure; and

wherein the procedure comprises use of procedure/stack-based handling and message/serialization-based handling.

22. (Original) The method of claim 12, wherein the application domain minimizes a need for support code.